

MIDWAY'S NEW VIDEO GAME SPACE ENCOUNTERS



Colors on screen
mechanically reproduced.

DIMENSIONS:

Height: 73" (185.4 cm)
Width: 28 1/2" (67.3 cm)
Depth: 34" (86.4 cm)

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Another sure-fire attraction that features exciting space battles with electrifying sounds and flashing lights that dazzle players. The challenge is to guide an Assault Ship attack to destroy alien space ships, dodging enemy fire and avoiding contact with rushing waves of Space Channel walls. A new kind of video game that requires skill, agility and concentration.



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Score
Up to six digits.
Maximum: 999,999.

Speed Score
Extra points for
Assault Ship in motion.

Alien Defenders
Squadrons of aliens in various
shapes and point values.

Descending Targets
Attacking aliens that fire
missiles at Assault Ship.

Space Channel
Rushing waves of walls that
threaten to close-in on
Assault Ship.

Mission Control
Steers and maneuvers
Assault Ship on mission.

Coin on screen
merchandise reproduction.

SPACE ENCOUNTERS



Game Time
Adjustable for 45, 60, 75
or 90 seconds.

Bonus Time
Additional Assault Ships are
earned at 3 increasing high
score levels (adjustable) for
continued play after game time
has expired.

Assault Ship
Player's attack unit that must
avoid alien missiles and destroy
enemy targets.

**Push Button Firing
Mechanism**
Press to fire missiles from
Assault Ship at alien targets.

Retractable Column
Controls upward and downward
movement of Assault Ship in
Space Channel for close range
hits and Speed Score.

MIDWAY'S NEW SPACE ENCOUNTERS VIDEO GAME

Challenging Cosmic Missions!

The player maneuvers the Assault Ship with the Mission Control wheel. The object is to evade alien missiles and destroy attackers using the Push Button Firing Mechanism. Hits are accompanied by "crash" roar and flashing red bursts of light. Each rack introduces a new group of Alien Defenders with increasing point value. If Assault Ship is shot or hits Space Channel walls, it is tossed into a galaxy void—returns to base, and starts again. Shrill beeping sounds announce the arrival of Enemy Space Ships, that when hit, score extra points and introduce the Time Lapse Target for additional scoring opportunities. Speed Score points are earned by guiding Assault Ship up the channel with the Retractable Column. At the end of the game, the Speed Score is added to the hit score for grand total.

SCORING

1st Rack 6 Aliens	2nd Rack 10 Aliens	3rd Rack 12 Aliens	4th Rack 14 Aliens
20 POINTS	30 POINTS	40 POINTS	50 POINTS



250 POINTS

Time Lapse Target



100—500 POINTS



Bonus Assault
Ship awarded at
high score levels
for continued
play beyond
game time.



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